

CLAIMS

What is claimed is:

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1. A method for enhancing in real-time the playback of a broadcast signal, comprising the steps of:
receiving a broadcast data signal at a player device;
storing the broadcast data signal on the player device;
generating an output signal based on the broadcast data signal substantially simultaneous to the storage of the broadcast data signal;
creating a time delay between the storage of the broadcast data signal and the generation of the output signal; and
adjusting the time delay between the storage of the broadcast data signal and the generation of the output signal, thereby manipulating the output signal from the player device.

2. The method of Claim 1 wherein the step of adjusting the time delay further comprises maintaining the storage of the broadcast data signal within a predefined limit of the output signal that correlates to the broadcast data signal.

3. The method of Claim 1 wherein the step of adjusting the time delay further comprises synchronizing the storage of the broadcast data signal with the generation of the output signal, such that a portion of the broadcast data signal is not output by the player device.

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4. The method of Claim 1 wherein the broadcast data signal is further defined as an audio signal having an audible portion and at least one non-audible portion and further comprising the steps of:

identifying the non-audible portion of the broadcast data signal prior to generating the output signal; and

increasing the duration of the non-audible portion of the broadcast data signal, thereby creating the time delay between the

storage of the broadcast data signal and the generation of the output signal.

5. The method of Claim 4 further comprising the step of subsequently reducing the time delay between the storage of the broadcast data signal and the generation of the output signal, thereby fast forwarding through a portion of the broadcast data signal.

6. The method of Claim 1 wherein the step of creating a time delay further comprises:

discontinuing the generation of the output signal; and

replaying a portion of the broadcast data signal stored on the player device.

7. The method of ~~Claim 1~~ wherein the step of creating a time delay further comprises the steps of:

pausing the generation of the output signal; and

subsequently resuming generation of the output signal using a portion of the broadcast data signal stored on the player device.

8. A method for enhancing the playback of an audio broadcast signal, comprising the steps of:

receiving the audio broadcast signal into an audio player device, wherein the input signal includes an audible portion and at least one non-audible portion;

storing the audio broadcast signal in a storage medium of the audio player device;

generating audio output that correlates to the audio broadcast signal substantially simultaneous to the storage of the audible broadcast signal;

identifying the non-audible portion of the broadcast signal; and

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increasing the duration of the non-audible portion of the broadcast signal prior to generating the audio output, thereby creating a time delay between the storage of the audio broadcast signal and the generation of the audio output.

9. The method of Claim 8 further comprising the steps of subsequently reducing the time delay between the storage of the audio broadcast signal and the generation of the audio output, thereby fast forwarding through a portion of the audio broadcast signal.

10. The method of ~~Claim 8~~ further comprising the steps of discontinuing the generation of the audio output; and replaying a portion of the audio broadcast signal stored on the audio player device.

11. The method of ~~Claim 11~~ further comprises the steps of: identifying the non-audible portion of the broadcast data signal; and

5 decreasing the duration of the non-audible portion of the broadcast data signal prior to generating the audio output, thereby reducing the time delay between the storage of the audio broadcast signal and the generation of the audio output.

12. The method of Claim 8 further comprising the steps of pausing the generation of the audio output, and subsequently resuming generation of the audio output using a portion of the audio broadcast signal stored on the audio player device.

Sub A1 13. A player device for enhancing in real-time the playback of an audio broadcast, comprising:

a tuner for receiving a broadcast data signal;
a storage medium for storing the broadcast data signal;

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a speaker for generating audio output that correlates to the broadcast data signal; and

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a controller connected with the tuner, the storage medium and the speaker, wherein the controller is operative to create and adjust a time delay between the storing of the broadcast data signal and the generating of the audio output, thereby enhancing the playback of the audio broadcast.

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